GAM0183 Game Programming

Laboratory 2a

The aim of this laboratory is to play all the levels of the worst computer game ever (or is it?) and make a note of all the valuable advice about game design given in the form of guidelines.

Level	Guideline
Start Screen	
1. Learning to Die	
2. Piano Man	
3. Hunt and Pack	
4. Look Ma, No hands!	
5. Spell Check	
6. Out of Control	
7. Die (not so) Hard	
8. The Fast and the Furious	
9. Chill Out!	
10. Touchy	
11. Hakuna Matata	
12. Over the Rainbow	
13. Low Budget	
14. XXXL	
15. The Bright Side of Life	
16. Groovy	
17. See No Evil, Hear No Evil	
18. The Art of Noise	
19. Chatterbox	
20. Smooth Talker	
21. Speechless	

PRINT YOUR NAME HERE:

Make sure you show your completed laboratory sheet to the teacher.